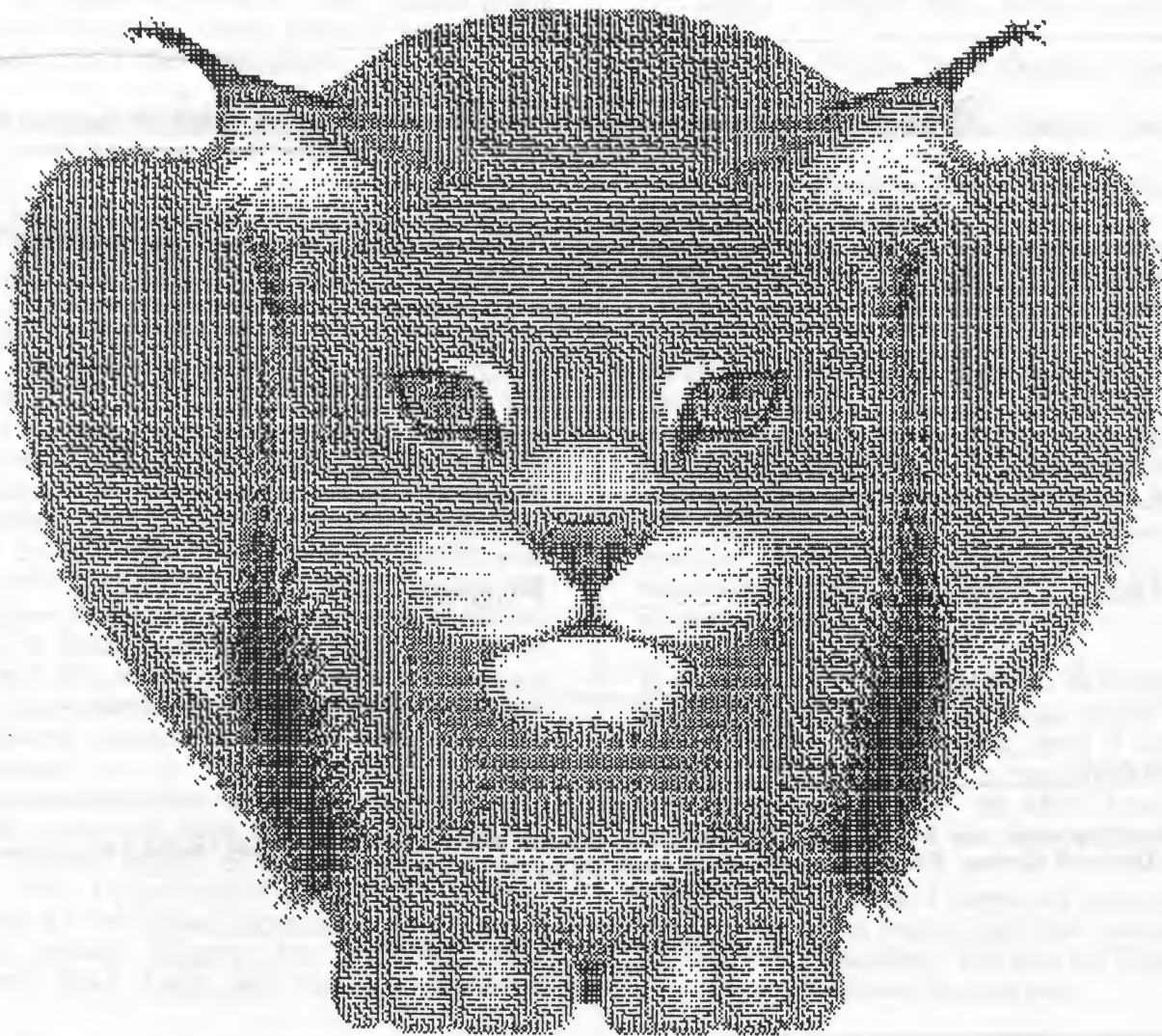


# TWIN CITIES ATARI INTEREST GROUP

## Next meeting : April 24th

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## The TAIG Newsletter

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President Steve Ingalsbe 452-7196  
Vice President Tom Green 521-5386  
Treasurer Cory Johnson  
Secretary Paul Franson  
SysOp Ken Modeen  
8-Bit DOM Greg Gibbons

If you represent another Atari users group that wishes to exchange newsletters, please mail a copy of your newsletter to TAIG.

Articles should be submitted in standard text files such as Atari Writer, SpeedScript, Word Writer etc. Please save files in ASCII with NO text formatting codes. You can send the article to TAIG, drop it off at a meeting or upload it to the BBS.

Any storage media will be returned at the next meeting or mailed to you.

16 Bit DOM Jeff Gottstein  
Membership Chairman :  
Nathan Block 922-8012  
BBS 425-2533  
Newsletter Editors :  
Tom Green / Cory Johnson

### TAIG Membership Application

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Interests\_\_\_\_\_

Membership dues are \$15 per family per year. Please make checks payable to the Twin Cities Atari Interest Group. Please do not mail cash. Mail to:

TAIG  
PO Box 26128  
Minneapolis, Mn. 55426

## Presidents Notes

April 1988

Written, produced, directed by, and starring Steven Ingalsbe

This is my last column as president of TAIG, and I would like to take a few seconds to thank everybody. I have had fun over the last 2 years, and I would like to think that you have also had some fun along with learning a few new things. I want to thank Tom Green for all of his help. Even though the papers say I was pres and Tom was VP, we ran this as a team. This club has actually had 2 presidents for the last 2 years. I have had several people ask me why I am quitting. I am NOT quitting! I just chose not to run for any office this time. Back when we first took office, we proposed some bylaw changes, and everybody voted on them. One of those changes was to make it so no officer could hold that position for more than 2 years. The reason that this was done, was that we felt if the same person ran TAIG for a long period of time, the club would start to lean toward that persons personal taste. The officers are the people who put most things together for the club, and we want the club to cover a little bit of everything. As an example, most of you know that I am interested in hardware projects. Over the last 2 years, the club has taken on a more active hardware role. This is because of my input to the club. There is nothing wrong with that, it's just the way things are. If I don't like something (for example GAMES), I tend to put less energy into that area. That is why over our term, you haven't seen much "game" news or demos. So now it is time for somebody else to take over, and lead the club back toward the middle ground. But before we go, we have put together one last hardware package. Cory Johnson has donated a 10 MEG harddrive, Craig Peterson donated a Supra Interface and Oasis software, and Mike Bolen donated the Supra 190XE adapter. To go along with this, I purchased a Western Digital 1002SHD harddrive controller, and a case with power supply for \$100.00. This means that TAIG will have a 10 MEG

harddrive on the BBS for \$100.00! Not too bad a deal, huh? We will let you know when the new hardware is up and running. Sometimes I forget that some of the terms we use aren't known by all. A couple of people at the last meeting asked about terms that I had used. So, here is a very mini list of terms:

A) DOM - Disk Of the Month. This is where TAIG gets a good part of its money. Each month, we put together and sell disks full of software. 5 1/4" SSSD disks are \$4.00 each, and DSSD are \$6.00 each. These will work on all 8-bit systems unless otherwise noted. 3 1/2" SSDD ST disks are \$5.00 each.

B) 8-bit - derived from the number of lines on the databus (inside the computer). The Atari 8-bit family is: 400, 800, 600XL, 800XL, 1200XL, 65XE, and 130XE.

C) SSSD - Single Side Single Density

D) SSDD - Single Side Double Density

E) DSSD - Double Side Single Density

F) DSDD - Double Side Double Density

G) SSDD - Single Side Enhanced Density (1050 mode). Used only on the Atari. The other 4 are universal terms.

H) BBS - Bulletin Board System. This is the computer system that we have hooked up to a phone line at 425-2533. By calling this number with your modem, you can upload and download public domain (PD) programs, and send/read messages (called E-mail) to other people. TAIG members get more priviledges and longer connect time.

I) Harddrive - A harddrive is a special type of disk drive. It holds much more data than a floppy disk, and it usually faster. The "diskette" in most harddrives is not removable. A 10 MEG harddrive holds as much data as 110 floppy disks.

I hope that helped some of you out. If you need more help, just ask someone at the next meeting. We are all there for

Continued on next page



the same reason.

### \*\*\* This months 8-bit DOM \*\*\*

This months DOM contains more Print Shop Utilities. CONVERT.BXL was written by me, and it converts a whole PS type icon disk into an Atari DOS type icon disk. Full documentation is included on the diskette. The program will work with BASIC XE or BASIC XL, or you can use the program RUNBXL.COM, which is a run-time package for BASIC XL. This allows you to run BASIC XL programs, even if you don't have the cartridge. PSU.COM is the other major program on this disk. PSU stands for Print Shop Utilities, and it allows you to convert single icons into either format (PS or DOS), print out icons for reference (80 to a sheet of paper), convert borders & fonts, etc.... It is written in Action! and compiled with the run-time package. You don't need Action! to run the program. Full documentation is included along with 8 icons, and a couple of fonts & borders. If you own Print Shop or Cute Labels!, this would be another good disk to own.

Remember that this is an election month, so come out and vote for the new officers, or better yet - run for an office! Hope to see you Sunday April 24 at 7:00pm.

### Vice Presidential Ramblings By Tom Green

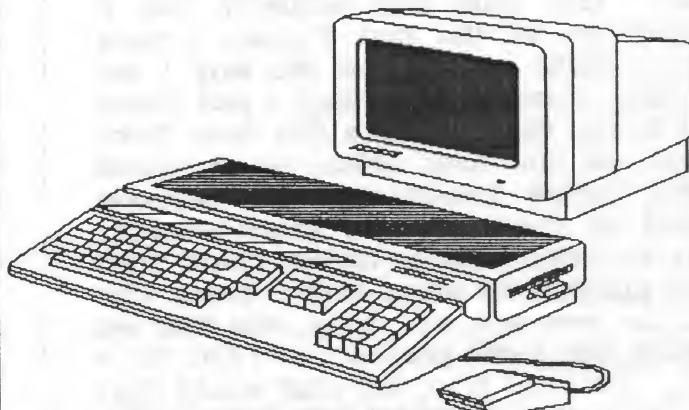
Well here we are. The last month of the current officers term. Here is the ballot as it stands now.

President	-	Chuck Grimsby
Vice President	-	Nathan Block Eric Hopper
Secretary	-	Sue Loye
Treasurer	-	Ken Modeen

Again, please someone consider running for treasurer, Ken has PLENTY to do. Greg Gibbons will be doing the 8-bit DOM, Steve, Cory and I will do what we can to help Greg out.

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*For all your ATARI needs*

I would like to thank the following people for helping Steve and I out over the past two years: Nathan Block, Eric Hopper, Michael Bolen, Ken Modeen, Dave Stengel, Peter Armstrong, Greg Gibbons, Sue Loye, Chuck Grimsby, Jeff Gottstein, Paul Franson, of course Cory Johnson (who has done more for TAIG than ANYONE realizes), Bill and Kathy Sommers, Carl Hartness, everyone who has ever written an article for the newsletter, and of course everyone that I forgot to mention. I will be hanging around the meetings and the BBS's and probably will see you all, and of course will continue to do the newsletter for awhile. Bye...

### Cute Labels!

A great PrintShop utility package available from TAIG. Documentation now included. For those of you who already own Cute Labels! see one of the officers for information on getting documentation.

## Various Contest Winners

Well, the last two video game contests attracted mass throngs to my lonely 130XE in the back of the meeting hall! Jeremy Shand AGAIN pulled off another victory on ATLANTIS scoring 81,600 and Chad Rieschl, a new member, scored 7,400 on Donkey Kong Jr. which was enough to win it! Both of you will receive \$1 off a DOM of your choice and you will now need to see Greg Gibbons about that, our loyal DOMee, Chuck Grimsby, has stepped down from that position. WE WILL MISS YOU CHUCK! However, if all goes well, he will be our NEW PRES, WHOA! In other newz....

Again, a familiar name, JEREMY SHAND won the Ballblazer Contest, pulling off a victory against his own brother, Jason, and another contender Kevin Saari. The action was hot and the game play intense, but unfortunately there can only be one winner. Jeremy will receive a FREE DOM of his choice for that victory, a big thank you to all who participated in these little contests of mine, I like to see a little spice in the meetings besides what whopping things you can do with that new binary utility that utilizes 3,000,000 hidden K and on and on.... Video game contest NEXT month was requested by Carl Hartness, it will be FIREBUG, a PD game by ANALOG. That should be interesting. Also, look for a new contest in video games coming soon!

Nathan

## CALC MAGIC from Antic's The Catalog reviewed by Jim Johnson

My 1987 tax returns are done and in the mail. I had to create three returns to find my one best return. I'm sure many of you also found the new "simplified" state and federal tax changes to be something of a nightmare. This is a review of the tool that got me through all this with some hair still on my head, Calc Magic.

Calc Magic is a good spreadsheet package. It does have some limitations. It will only run on XL's and XE's with at

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Voice Phone:	332-2101

least 64K RAM. Only DOS 2.0s and 2.5 can be used. Only one disk drive (D1:) is supported. It does not support the CX-85 numeric keypad either directly or with handlers such as ReeveKey. It does not support my joystick handler (January 1988 TAIG DOM). Finally, and worst in my opinion, it will only print formatted output to the printer. It is not possible to create numeric tables as ASCII files for use by a word processor.

On the plus side, DIF files are supported, both by row and by column. DIF files are ASCII and can be loaded into a word processor. However, they are not in an immediately useful format. DIF makes it possible to share data between programs that support the format, even on different brands of computers.

When Calc Magic loads, ROM BASIC is automatically turned off and a determination made whether the computer has 64K or 128K (130XE) of RAM. Calc Magic then loads the appropriate version of itself. The 800XL/65XE version has a

Continued on next page

matrix of 254 rows by 26 columns for 6,604 cells. The 130XE version provides an additional 38 columns for 16,256 cells. Saved spreadsheets are not sharable between the two versions; however any specified range of cells addressable by the smaller version, including entire spreadsheets, can be saved and transferred between the versions.

There are no spreadsheet commands to memorize. They are accessed through drop down nested menu windows using the four function keys.

The concept of range "pointing" is not well explained in the manual. They are simple, yet very useful features when understood. Cell ranges can be named. Thereafter, the name is recognized in any function statement that requires a range description. When an unknown cell label is needed for a function statement, you can "hold" the current cell location, move the cursor to search for the desired cell, and be returned to the current cell with the needed cell label already entered into the function statement.

The types of functions and their statement formats supported by Calc Magic are similar to Lotus 1-2-3, and include several statistical, financial and table lookup functions. Also, the ability to split the screen and work with two areas of a spreadsheet simultaneously is quite helpful. (The promotional materials indicate this software is marketed in Europe for several machines including MS-DOS as an alternative to 1-2-3.)

Perhaps the most unique feature of Calc Magic is the built-in programming capabilities. After creating the Federal tax forms and schedules as a spreadsheet template, I wrote a program to handle all the data entry. The typical spreadsheet user scrolls back and forth through the spreadsheet to make all needed entries. My tax spreadsheet prompted me as to what data was desired and took care of putting it where it belonged. For example, I was prompted to enter all the data from my W-2; that is my wages, state and federal withholdings. The amounts were entered for me in the appropriate spots on Form 1040

and Schedule A. Data entry took about 15 minutes for each of the three returns. Using a programmed spreadsheet, a user need know nothing about the spreadsheet's structure and can still produce excellent results.

As with all software from The Catalog, the manual must be printed from the disk. The documentation is 31 standard letter sized pages. The manual is reasonably complete for what it is. A new user will want to save often and experiment a bit before undertaking any serious project. Taking the time to number pages, and create an index and quick reference cards is well worth the effort.

The price for Calc Magic is \$24.95. This is two-thirds to one-half the price of competitive commercial products. In spite of its limitations, it has earned a home in my software library.

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### Mail Noise What it means to YOU By Nathan Block

Mail noise, that is a term that we don't hear so often but it is powerful enough that we should. In short, mail noise, is the slang term for writing letters to a company (be it software, hardware, etc.) asking them to market a product previously unreleased for their computer (in our case, THE ATARI!!!). Does it work? Well, yes and no. On the yes side, those of you happily printing away using Broderbund's PRINTSHOP would never have got the thing unless a devoted bunc of users started writing letters to Broderbund. Gradually the fire spread and Broderbund received many letters about Printshop and so they released it.

However, I have rallied several groups to write to Mastertronic about their products, and no significant change has developed yet. But it is sure worth the effort! Most companies enclose little white or blue warranty cards asking for comments or suggestions when you buy software from them. I take painstaking care to fill them to overflowing. The company is interested in the users

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opinion and in most cases will take action when many users show enough support. Datasoft reacts greatly to this sort of thing and from my research have the best ATARI software support as of now. What I am getting at is that mail noise won't work unless it is at least tried! In past articles I have said that TAIG is what you make it, now I am saying ATARI in a sense is what you make it. Most users are content to download public domain programs off their favorite BBS and not buy a single program. I think though for most of us that is different. Unfortunately the ATARI world is plagued by truly expert and organized pirates which scares a lot of companies.

However letters written to them could motivate them to release the programs. I am a very faithful mail noise person, on the average, 20-30 letters leave my home a month bound for various software companies. This is not to brag, but I can't rave about something unless I am doing it myself!!! Below is a list of some companies that I feel would be beneficial to write to. Most of them have very little ATARI 8-BIT or ST support although it is generally more true for the 8-BIT. Try sending just one letter a month. We have all got to pull together and show support for the computers we own. If you do write, don't forget to mention the XEGS!! With 256K to work with in a cartridge and with a very hard-to-pirate product LIKE a cartridge, this could raise

some eyebrows. Anyway get involved! Start the fire going that has played a role in keeping ATARI alive all these years.

Rainbird Software c/o Telecom Soft. P.O. Box 2227 Menlo Park, CA 94026 currently has no 8-BIT support, they are known for high quality ST and C64 products.

MicroProse 180 Lakefront Drive Hunt Valley, MD 21030 they brought us Silent Service and the Top Gun collection, but real goodies like the new AIRBORNE RANGER and PIRATES have yet to have ATARI written on them. They have decided to release GUNSHIP which was a big thrill to us all, but they have many neat programs which should be available for us.

Activision 2350 Bayshore Parkway Mountain View, CA 94043 going strong with some affiliated labs, Activision should not be underestimated. Some real good software is out by them for the 64 and APPLE, but the ATARI line seems to have dropped, tell them to keep the faith!!!

Lucasfilm Games P.O. Box 2009 San Rafael, CA 94912 a familiar name at best, seemingly separate from Epyx now, they have some new products out for APPLE and C64. Quality we all came to expect from them is now out of reach for the present, write to them.

Epyx 600 Galveston Drive Redwood City, CA 94063 sales are high for this company, but they are not from us. California Games, Street Sports basketball and baseball among a myriad of other new and high quality software is unreleased. Epyx is in my opinion the one company that really has had some new and interesting ideas in computer software and I would like to have their continued ATARI support. Write to them, today. It might interest you that good ol' First Star Software is now under their reigns. First Star brought us the classic Spy v.s. Spy and Boulder Dash Series, but under Epyx's prejudice ATARI view, it might cease!!!

Continued on next page

Accolade 20813 Stevens Creek Blvd. Cupertino, CA 95014 ah, a familiar name again! HARDBALL, who could forget it? However, TESTDRIVE and FOURTH AND INCHES (following the HARDBALL type sports game style) are not released. Accolade has realized the potential of the XEGS, releasing Fight Night and Hardball for it. Remind them of the almost impossible-to-pirate cartridge and tell them to release them for the XEGS.

REMEMBER, if you have an XL/XE, that stuff is all interchangeable (with the exception of the 600XL). I will quit here. It is totally up to you whether you will use this list or not, but I advise that you do. It could keep that ATARI 8-BIT name on those software packages!

---

Notes from the  
Membership Chairman  
By Nathan Block

Last month was extremely grim, a lot of people let their membership expire and were taken off the membership database. Our total membership is now below 100 and I like to see it higher. The following are up for APRIL and I urge you to renew, we need that continued support and we always miss those of you who don't come to the meetings.

Lorne Budnick	Ron Christenson
Henry Conor	Darrin Gutwein
Randy Johnson	Larry Kelley
Janet Kieber	Randy Lee
Carl Maki	Lloyd Montanye
Steve Peiffer	Mark Ranft
Joseph Schwarz	Corey Streff
Steve Sundheimer	Earl Vance

Thanks to those that did renew, glad to have your name on the roster.

Come next month, this column will have a new name on it! Ken Modeen has volunteered to take on Membership Chairman because of the closeness between the Sysop and my position. Thanks to Ken Modeen for taking on such a BIG role in TAIG! I hopefully will not disappear from the ranks of the officers, I am running for Vice President!

I have big plans for TAIG, I will try to keep it on the road financially and try to get more ST support as well as 8-BIT. I would appreciate any votes if you feel me worthy of the position, I am confident that I will be able to handle it with of course the team of the other officers working with me AS a team. That is what TAIG is, a TEAM of users. I also encourage everyone to make a special effort to attend the meeting to vote for the candidate of your choice. Elections are a big part of the TAIG year and we should all try and come together once in a while to share new ideas. Well, until later.

Nathan Block

---

Review of QUICKCODE  
Manufactured by Stardust Software  
P.O. Box 33192  
Indianapolis, IN 46203  
(317) 788-7403  
Review written by Steven Ingalsbe

QuickCode is a package of Macros and support routines written for the Atari 8-bit system using MAC/65. What does it allow you to do? It allows you to write 100% machine language programs, even if you don't have an 'expert' level of programming knowledge. By putting together over 100 macros, they have allowed you to write programs using BASIC-like commands. This takes a lot of the headaches out of programming. Maybe an example will show you what I mean. If you wanted to print something to the screen, you probably do it this way with MAC/65:

```
LDX #0           ;ICB0
LDA #$B          ;PUT bytes
STA ICCOM,X      ;
LDA #MSG&$FF     ;LO BYTE
STA ICBAL,X      ;into ICBAL
LDA #MSG/$100    ;HI byte
STA ICBAH,X      ;into ICBAH
LDA #0           ;MSG length
STA ICLH,X       ;HI byte
LDA #5           ;MSG length
```

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```

STA ICBLL,X      ;LO byte
JSR CIOV         ;do write
RTS              ;done
MSG .BYTE "TEST",9B

```

You would also have to define the equates at the beginning of the program, and be sure you OPEN and CLOSE the channel you will be printing to. Now we will see how to do it using QuickCode:

```
PRINT 3,"TEST"
```

Isn't that simpler? The 3 tells it to use channel #3, and "TEST" is what it is going to print! (you still have to CLOSE the channel yourself). To close a channel with MAC/65, you would do:

```

LDX #$0          ;IOCB 0
LDA #$B          ;CLOSE command
STA $342         ;ICCOM
JSR CIOV         ;do CLOSE

```

To do the same thing in QuickCode:

```
CLOSE 0          ;CLOSE IOCB 0
```

As you can see, your source code will be much smaller using QuickCode, compared to using MAC/65 without macro's. Note I said the source code will be smaller. The object code is another area all together. This is one of the 2 flaws I found with QuickCode; and actually it relates to all macro's. When you write your code from scratch, you can use subroutines and cut down on the number of lines of code. For example, to PRINT a lot of stuff to the screen, you could put most of the code into a subroutine, and then just change a couple of parameters for each different PRINT. Using QuickCode, you would type, PRINT 2,"XXXX". This is easier, but it also doesn't maximize your space. This is the price you pay for convenience. Remember the phrase "There is no free lunch".

For most applications this is no restriction, unless you are writing the type of program that uses large buffer space (like a wordprocessor, terminal program, or copy program). In these cases, the less room you use, the more buffer space you have. As for the second flaw, I had some problems assembling the

examples. I kept getting errors. I looked up the system requirements and found this: QuickCode is designed for use with MAC/65, any 8-bit Atari computer with at least 48K RAM and at least one disk drive.

Hmmmmmm, I have a 130XE with 320K, 3 drives and MAC/65. So what was wrong. It took a while to figure out, but I have a disk based MAC/65, the version that was sold before the SuperCartridge came out. So what was wrong? I borrowed the SuperCartridge from a friend, and that assembled just fine. I ended up buying a used MAC/65 cartridge at a swap meet, and I never did get the QuickCode package to work with the disk version of MAC/65 (I like the cart based MAC/65 better anyway - except for the debugger. DDT doesn't like SpartaDOS). So if you don't have the cart, this program won't do you much good. Maybe the author will fix this quirk in future releases.

If you are used to working in a higher order BASIC (like BASIC XL, BASIC XE or TurboBASIC), then you should feel fairly comfortable with QuickCode. If you are an Atari BASIC programmer, you will have quite a bit to learn. Here are some of the commands that make programming easier:

BGET, BPUT, CLOSE, CLS, COLOR, DELETE, DIMA, DIMS, DL, DLI, DRAWTO, ELSE, ENDIF, ENDLOOP, ENDWHILE, FORMAT, GET, GOSUB, GOTO, GR, IFA, IFS, INPUT, LOCATE, LOCK, LOOP, MOVE, NEXT, ON, ONSUB, OPEN, PLOT, POINT, POKE, POS, PRINT, RENAME, RETURN, RND, SETCOLOR, TRAP, VBI, UNLOCK, WAIT, WHILE

This is NOT a complete list, it is a list of the commands that BASIC programmers should be familiar with. If you can handle this, then you can now program in 100% machine language. Just think, no more weird cryptic code trying to get speed out of your program.

The manual that comes with QuickCode is one of the best that I have seen. It is 66 pages long, and covers every macro

Continued on next page

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(or command) that there is. It also shows you the correct syntax, and gives examples. It also has 'Getting started' and 'Introduction' sections. If this wasn't enough, the disk that comes with the set contains 25 pages of clarifications and corrections, and 3 examples written in QuickCode for you. All in all, I think that this is one of the best utilities to come out for the 8-bit Atari in a very long time. If you do much work in assembly language, or if you want to learn, this is an excellent package.

## Disks For Sale

TAIG is selling 5.25" Disks. These generic disks are the same type that TAIG has sold in the past. You can get 10 disks for \$4.00. Labels and write protect tabs are included. Please support your group.

## Editors Report

By Tom Green

Fleet Street was used to produce the newsletter again, which is fine. I just received a letter from Soft-Logik concerning upgrading my Publishing Partner program to Publishing Partner Professional. It looks like I will probably do just that, alot of nice new features. Hopefully one of the new features will be no crashing. The new version has many improvements, my favorite would have to be a spell checker, this would come in very handy as all spell checking that is being done now is done by hand, since it is easier just to read each article than load them into my word processor and having it check them. So hopefully they have worked hard on this new program and removed some/all of the bugs (No Bugs?? Ha! Everything has bugs...)

This was a good month for articles, thanks to everyone for writing. You wouldn't believe how much easier it is to do the newsletter when you have plenty of articles to put in it. Does anyone have any suggestions for a front page? We thought it would be nice to have a standard front page, one with a TAIG logo, some sort of graphics to fill the page, and of course enough room for the table of contents. Also, how about a name for our newsletter? Send your ideas to me on the BBS, or talk to me at the meetings.

That's all for now. The Editors.

## March 27th Meeting minutes

as compiled by Tom Green

The meeting was called to order at 7:05 p.m. Steve gave an account of his visit to a Federated store in Phoenix, which had stacks of Atari 8-bit computers and alot of software, which Steve felt was priced too high. They had the 80-column adapter and the new drive.

The elections were discussed and the floor was opened for more nominations

Continued on next page

## Next meeting April 24th.

**Elections will be held so we urge all members to attend. Get the latest news on the hard drive for the BBS.**

no more nominations were taken. The group did get a couple of volunteers however. Kris Nelson agreed to take care of the paper library and Greg Gibbons will be taking over the 8-bit DOM.

The 8-bit DOM for March had several SpartaDOS and RamDisk utilities on it. The DOM was put together by Steve.

Cory has finished the 32 page instruction manual for Cute Labels! and anyone who has purchased it can pick up these PRINTED docs by contacting Cory. TAIG will be selling the Cute Labels! package in the local Atari retail stores.

Jim Bergman (who wrote the software for ComputerEyes) reported that Springboard has released Newsroom for the Atari 8-bit line of computers, which will sell for \$49.95. He is working on a conversion program which will allow you to import ComputerEyes screens into Newsroom.

The PS Print program, which only worked with Epson compatible printers now has the ability to work on different printers by putting in the proper printer codes. TAIG will be getting a copy of this new version.

The group discussed the purchase/donations of a hard drive for the computer. Cory will be donating his 10 meg hard drive. Craig Peterson will donate the interface, Steve will check into picking up a power supply, case, and controller. Monetary donations for the purchase of the power supply, case and controller can be pledged on the BBS. The meeting was adjourned, and much merriment followed...

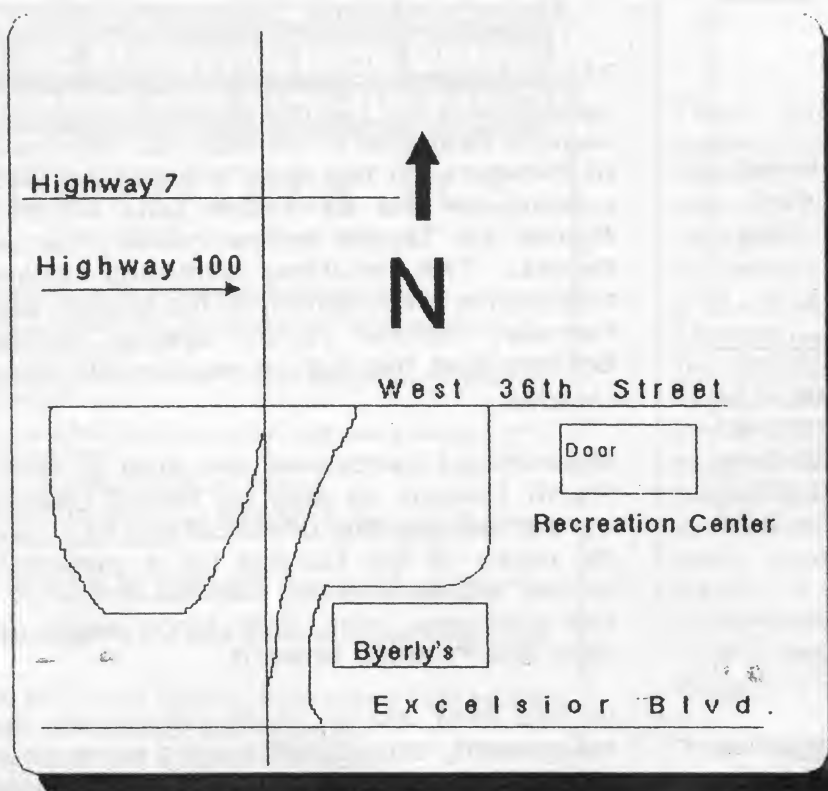
## Thunderstorms, What are they?

Thunderstorms, generated by temperature imbalances in the atmosphere, are a violent example of convection. Warming of the air near the earth's surface and/or cooling of the air above puts warmer, lighter air layers below colder, denser layers. The resulting instability causes convective overturning of the layers, with heavier, denser layers sinking to the bottom and the lighter warmer air rising rapidly.

Mechanical processes are also at work. Warm boyant air may be forced upward by the wedge-like undercutting of a cold air mass or by flowing up a mountain slope. Winds blowing into the center of a low-pressure area may force warm air near that center upward.

In the first stage of thunderstorm development, an updraft carries warm air to a level where the air becomes saturated with moisture and visible droplets appear as a cloud begins to form. Continued upward movement produces large clouds, resembling large mounds domes, or towers, known as cumulus clouds. As the cloud forms, water vapor changes to liquid and/or frozen cloud particles. This results in the release of latent heat that takes over as the principal source of energy for the developing cloud. When the droplets become heavy enough to fall against the updraft, precipitation begins. Having reached its final stage of growth, the cumulonimbus cloud, called a thunderstorm may be several miles across at its base and often towers to altitudes of 40,000 feet or more. High level winds shred the cloud top into the familiar anvil form. These cloud towers are sometimes visible as lonely giants and at other times while moving several abreast are known as a squall line. This final stage is also marked by a change in wind flow within the storm cells. The updraft which initiated the clouds growth no longer prevails and is joined by a downdraft generated by the precipitation. This updraft-downdraft couplet constitutes a single storm "cell." Tornadoes are also associated with severe thunderstorms...





TAIG holds it's monthly meetings at the St. Louis Park Recreation Center, which is located at 5005 West 36th Street in St. Louis Park. 3/4 mile east of highway 100 on west 36th, behind Byerly's.

Twin Cities Atari Interest Group  
PO Box 26128  
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Next TAIG Meeting :

Sunday April 24th at 7:00 pm at the St. Louis Park Recreation Center, 5005 West 36th Street in St. Louis Park. 3/4 mile east of Highway 100 on 36th Street.  
Hope to see YOU there...

First Class